

in different color channels

Calibration



$P_1$

Reconstruction



$P_1'$



$P_2$

Reconstruction



$P_2'$



$P_3$

Reconstruction

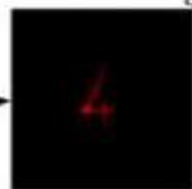


$P_3'$

Speckle  
patterns

Reconstructed  
images

Color image



$P$